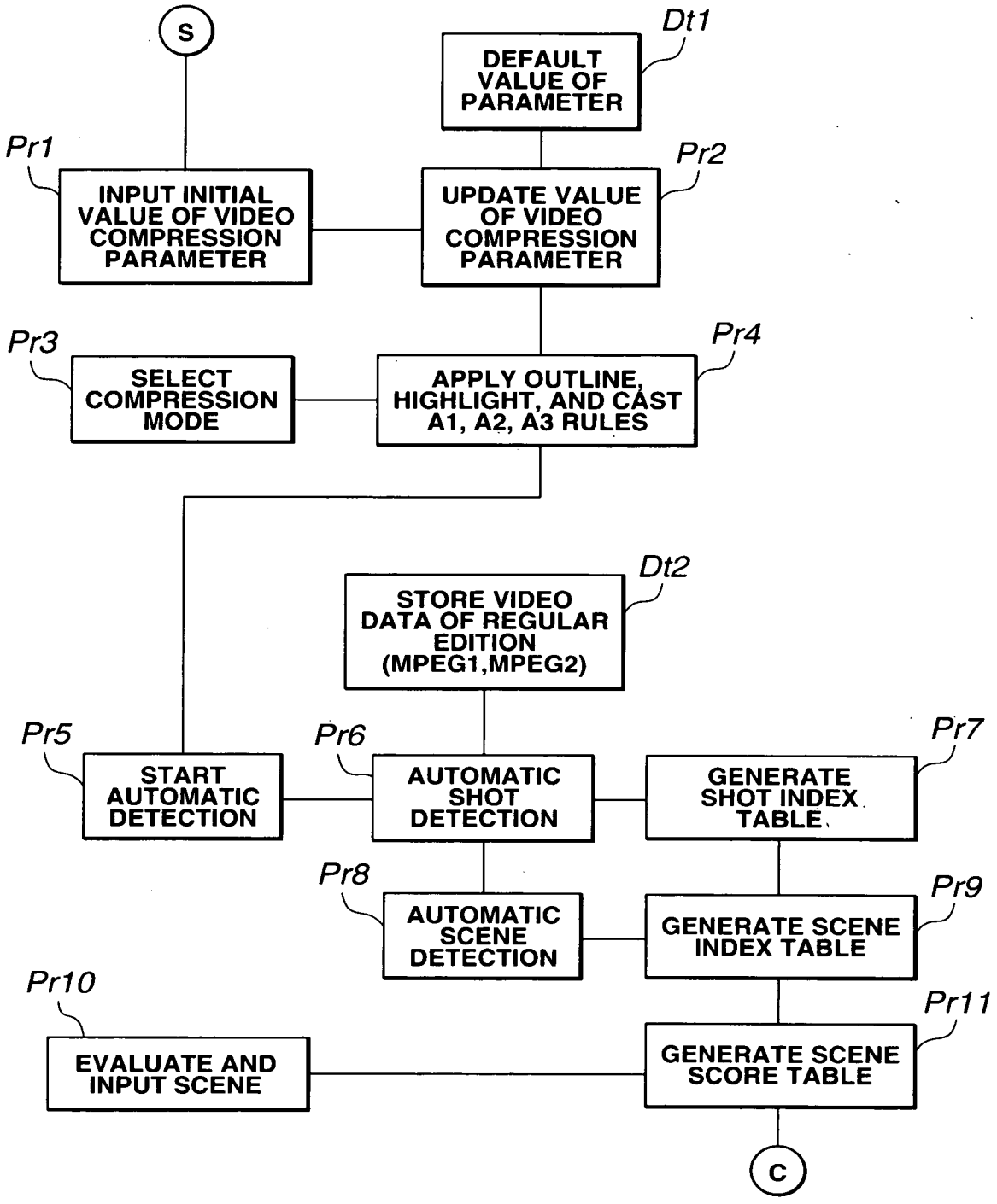

FIG.1

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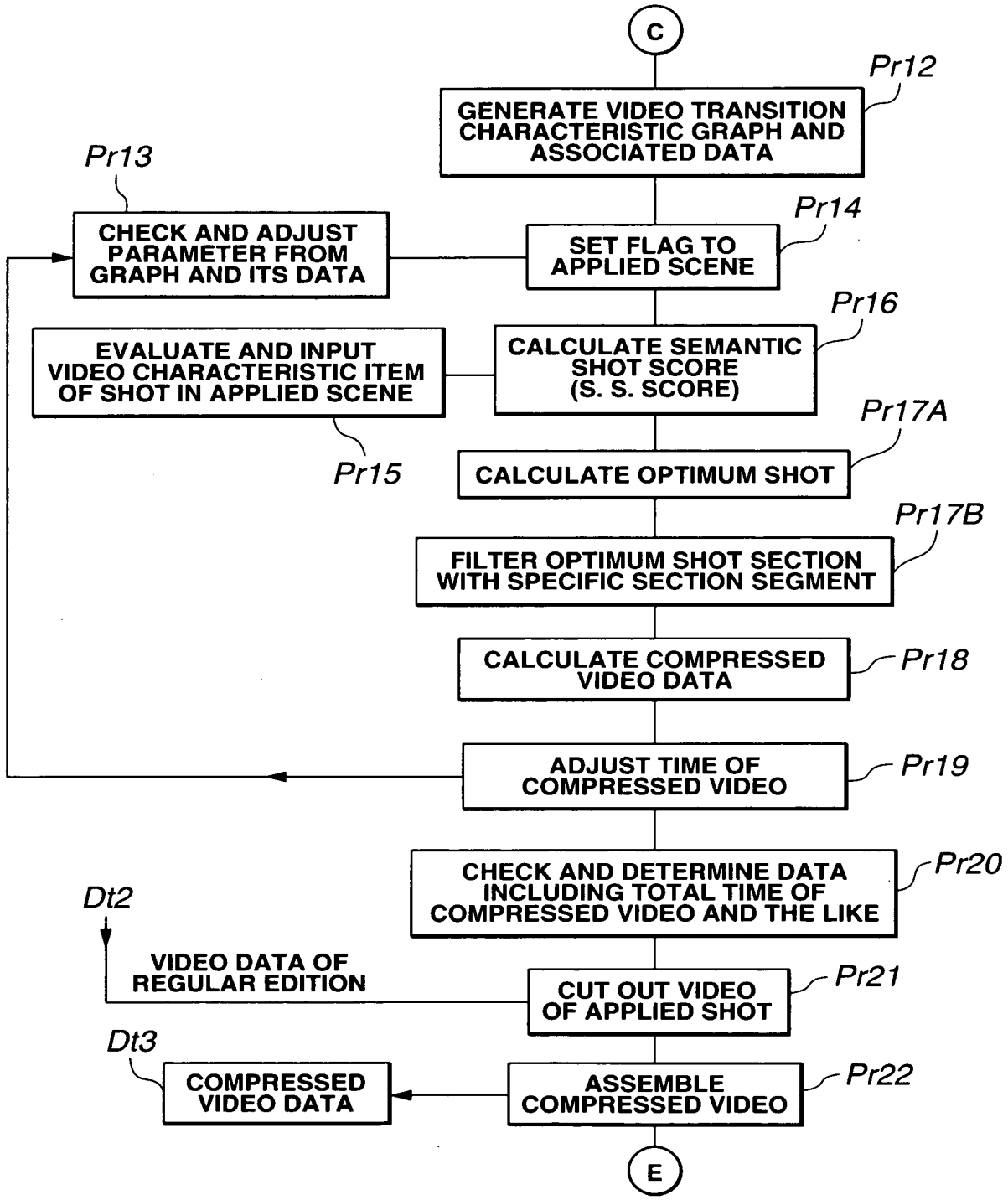
C
Pr12
GENERATE VIDEO TRANSITION CHARACTERISTIC GRAPH AND ASSOCIATED DATA
Pr13
CHECK AND ADJUST PARAMETER FROM GRAPH AND ITS DATA
Pr14
SET FLAG TO APPLIED SCENE
Pr16
EVALUATE AND INPUT VIDEO CHARACTERISTIC ITEM OF SHOT IN APPLIED SCENE
CALCULATE SEMANTIC SHOT SCORE (S. S. SCORE)
Pr15
Pr17A
CALCULATE OPTIMUM SHOT
Pr17B
FILTER OPTIMUM SHOT SECTION WITH SPECIFIC SECTION SEGMENT
CALCULATE COMPRESSED VIDEO DATA
Pr18
ADJUST TIME OF COMPRESSED VIDEO
Pr19
CHECK AND DETERMINE DATA INCLUDING TOTAL TIME OF COMPRESSED VIDEO AND THE LIKE
Pr20
Dt2
VIDEO DATA OF REGULAR EDITION
CUT OUT VIDEO OF APPLIED SHOT
Pr21
Dt3
COMPRESSED VIDEO DATA
ASSEMBLE COMPRESSED VIDEO
Pr22
E

FIG.2

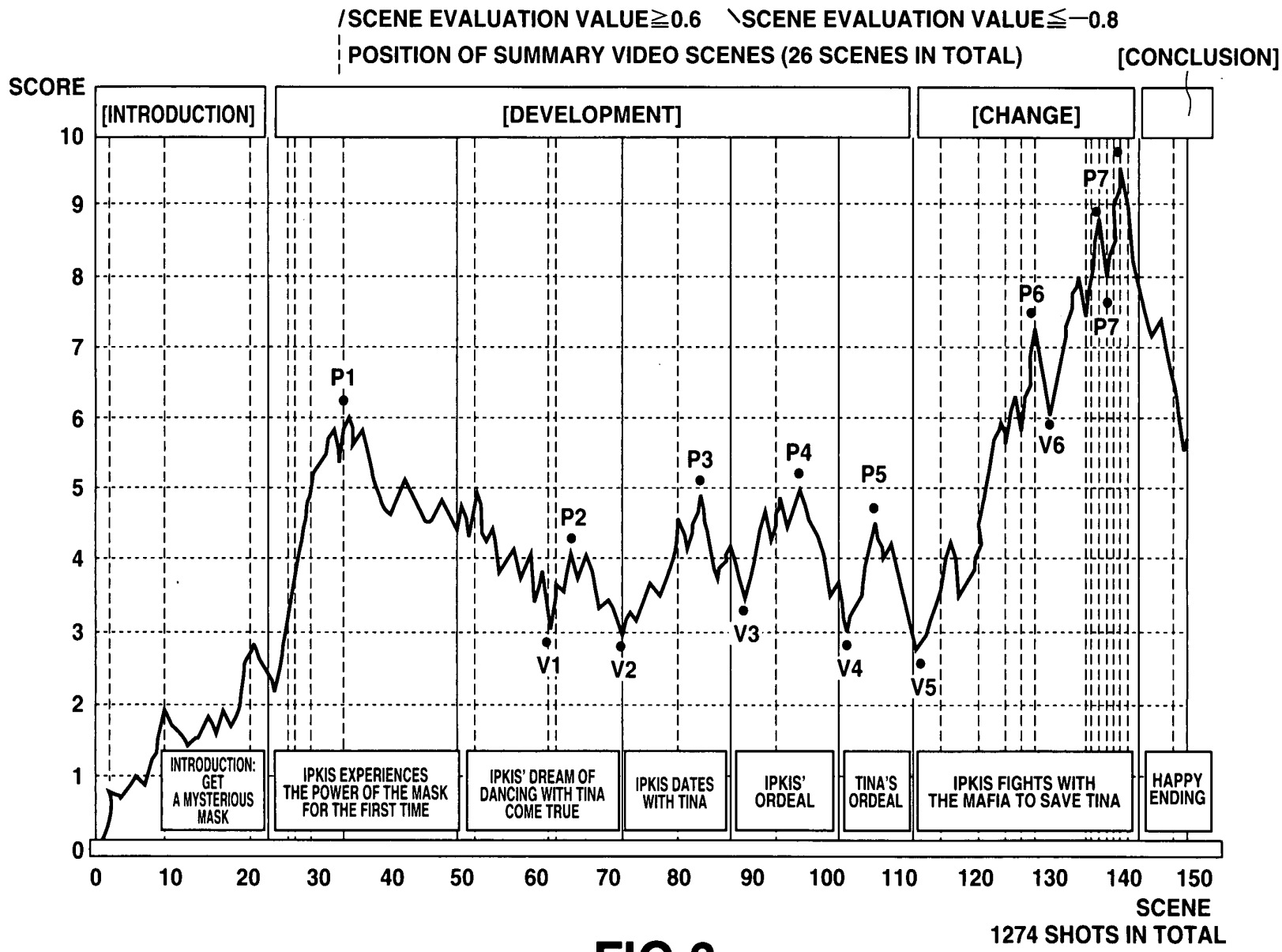
/SCENE EVALUATION VALUE≧0.6
\SCENE EVALUATION VALUE≦−0.8
POSITION OF SUMMARY VIDEO SCENES (26 SCENES IN TOTAL)
[CONCLUSION]
SCORE
[INTRODUCTION]
[DEVELOPMENT]
[CHANGE]
P1
P2
P3
P4
P5
P6
P7
P7
V1
V2
V3
V4
V5
V6
INTRODUCTION: GET A MYSTERIOUS MASK
IPKIS EXPERIENCES THE POWER OF THE MASK FOR THE FIRST TIME
IPKIS' DREAM OF DANCING WITH TINA COME TRUE
IPKIS DATES WITH TINA
IPKIS' ORDEAL
TINA'S ORDEAL
IPKIS FIGHTS WITH THE MAFIA TO SAVE TINA
HAPPY ENDING
0
1
2
3
4
5
6
7
8
9
10
0
10
20
30
40
50
60
70
80
90
100
110
120
130
140
150
SCENE
1274 SHOTS IN TOTAL

FIG.3

						SCENE EVALUATION VALUE	F-VALUE LIMIT	SCENE WHERE LEADING CAST PLAY			PREVIEW EDITING						PEAK/VALLEY OF GAP OF 0.6 OR GREATER			PEAK/VALLEY OF GAP OF 0.8 OR GREATER		
TIME(END POINT)	SECOND/SCENE	CHAPTER	SCENE	SHOT	CONTENTS	P-OUT	Graph	IPKIS	TINA	MAFIA	OUTLINE	HIGHLIGHT	KEY WORD	IPKIS	TINA	MAFIA	TUNE NUMBER	SCENE	LEVEL	TUNE NUMBER	SCENE	LEVEL
0:44:00	0:44	1	1	0	SOMEONE IS WORKING IN THE OCEAN	0.2	0.2				0.2	0.2	0.2	0.2	0.2	0.2						
1:04	0:20		2	13	THE MASK EMERGES FROM THE BOTTOM OF THE OCEAN	0.6	0.8				0.6	0.6	0.6	0.6	0.6	0.6						
2:13:00	1:09	2	3	14	THE ASKING FOR A DATE IS REFUSED	−0.1	0.7	1			−0.1	−0.1	−0.1	−0.1	−0.1	−0.1						
2:50	0:37		4	32	INVITED BY A FRIEND TO A PARTY AT NIGHT	0.1	0.8	1			0.1	0.1	0.1	0.1	0.1	0.1						
3:32	0:42	3	5	40	A WICKED WOMAN COMES TO THE BANK	0.2	1		1		0.2	0.2	0.2	0.2	0.2	0.2						
4:23	0:51		6	49	SHE CAME TO OPEN AN ACCOUNT	−0.1	0.9	1	1		−0.1	−0.1	−0.1	−0.1	−0.1	−0.1						
6:12	1:49		7	56	TALKS ABOUT THE NECKTIE	0.1	1	1	1		0.1	0.1	0.1	0.1	0.1	0.1						
6:20	0:08		8	75	A HIDDEN CAMERA IS SET IN HER BAG	0.5	1.5		1		0.5	0.5	0.5	0.5	0.5	0.5						
6:37	0:17	4	9	77	SOMEONE PULLS THE WIRES	0.5	2			1	0.5	0.5	0.5	0.5	0.5	0.5	P1	9	2			
6:52	0:15		10	80	PLOTTING ROBBERY	−0.3	1.7			1	−0.3	−0.3	−0.3	−0.3	−0.3	−0.3						
7:07	0:15		11	85	A MAN CALLED NICO IS THE DON	−0.1	1.6			1	−0.1	−0.1	−0.1	−0.1	−0.1	−0.1						
7:40	0:33		12	88	PLOTTING TO KILL NICO	−0.2	1.4			1	−0.2	−0.2	−0.2	−0.2	−0.2	−0.2	V1	12	1.4			
8:50	1:10	5	13	95	CHARGED HIGH BY A REPAIRMAN	0.1	1.5	1			0.1	0.1	0.1	0.1	0.1	0.1						
9:55	1:05	6	14	105	COMES TO THE PARTY	0.1	1.6	1			0.1	0.1	0.1	0.1	0.1	0.1						
10:16	0:21		15	118	ANTICIPATED BY A SECURITY GUARD	0.2	1.8	1		1	0.2	0.2	0.2	0.2	0.2	0.2						
10:46	0:30		16	121	THROWN BY SP	−0.2	1.6	1		1	−0.2	−0.2	−0.2	−0.2	−0.2	−0.2						
11:39	0:53	7	17	126	SEES THE WOMAN WHO WAS SEEN AT THE BANK	0.3	1.9	1	1		0.3	0.3	0.3	0.3	0.3	0.3						
12:37	0:58	8	18	138	THE CAR BREAKS	−0.2	1.7	1			−0.2	−0.2	−0.2	−0.2	−0.2	−0.2						
13:36	0:59		19	141	WHO IS THE MAN FLOATING IN THE RIVER ?	0.2	1.9	1			0.2	0.2	0.2	0.2	0.2	0.2						
14:03	0:27		20	147	FINDS THE MASK	0.2	2.6	1			0.7	0.7	0.7	0.7	0.7	0.7						
14:17	0:14		21	154	EXAMINED BY THE POLICE	0.2	2.8	1			0.2	0.2	0.2	0.2	0.2	0.2						
15:04	0:47	9	22	156	SCOLDED BY THE MANAGER	−0.2	2.6	1			−0.2	−0.2	−0.2	−0.2	−0.2	−0.2	P2	24	2.8			
16:11	1:07	10	23	164	HAS A CLEVER DOG	−0.2	2.4	1			−0.2	−0.2	−0.2	−0.2	−0.2	−0.2						
16:33	0:22		24	178	A BOOK "AGENT'S MASK" IS INTRODUCED ON TV	−0.2	2.2	1			−0.2	−0.2	−0.2	−0.2	−0.2	−0.2	V2	24	2.2			
17:13	0:40	11	25	185	THE MASK IS ABOUT TO BITE	0.6	2.8	1			0.6	0.6	0.6	0.6	0.6	0.6						
17:24	0:11		26	189	THE MASK STICKS	0.8	3.6	1			0.8	0.8	0.8	0.8	0.8	0.8						
17:37	0:13		27	194	STRANGLED	0.5	4.1	1			0.5	0.5	0.5	0.5	0.5	0.5						
17:47	0:10		28	199	STARTS TO ROTATE	0.4	4.5				0.4	0.4	0.4	0.4	0.4	0.4						
18:06	0:19		29	202	EMERGES AS A DIFFERENT PERSONALITY	0.2	5.2	1			0.7	0.7	0.7	0.7	0.7	0.7						
18:23	0:17		30	203	TAKES OUT A STRANGE CLOCK	0.1	5.3	1			0.1	0.1	0.1	0.1	0.1	0.1						
18:45	0:22		31	210	RAGES	0.2	5.5	1			0.2	0.2	0.2	0.2	0.2	0.2						
18:53	0:08		32	220	FOUND BY THE MANAGER	0.3	5.8	1			0.3	0.3	0.3	0.3	0.3	0.3						
19:00	0:07		33	224	CAN MAKE AMAZING MOVEMENT	−0.4	5.4	1			−0.4	−0.4	−0.4	−0.4	−0.4	−0.4						
19:21	0:21		34	223	FALLS BUT IS NOT DEAD	−0.4	6	1			0.6	0.6	0.6	0.6	0.6	0.6	P3	34	6	P1	34	6
19:39	0:18		35	235	BREAKS GLASS WINDOWS OF A CAR WITH A HORN	−0.4	5.6	1			−0.4	−0.4	−0.4	−0.4	−0.4	−0.4						
20:17	0:38	12	36	246	INVOLVED IN A QUARREL	0.2	5.8	1			0.2	0.2	1	0.2	0.2	0.2						
21:18	1:01		37	256	MAKES SPORT OF THEM	−0.3	5.5	1			−0.3	−0.3	−0.3	−0.3	−0.3	−0.3						
21:49	0:31		38	272	HAS AN AMAZING POWER	−0.5	5	1			−0.5	−0.5	−0.5	−0.5	−0.5	−0.5						
22:17	0:28	13	39	284	TAKES REVENGE ON THE REPAIR FACTORY	−0.3	4.7	1			−0.3	−0.3	−0.3	−0.3	−0.3	−0.3						
23:01	0:44	14	40	290	MISTAKES IT FOR A DREAM	−0.1	4.6	1			−0.1	−0.1	−0.1	−0.1	−0.1	−0.1						
24:21:00	1:20		41	291	THE POLICE COMES AND ASKS ABOUT THE LAST NIGHT'S TROUBLE	0.2	4.8	1			0.2	0.2	0.2	0.2	0.2	0.2						
25:17:00	0:56		42	305	THROWS THE MASKS AWAY	0.3	5.1	1			0.3	0.3	0.3	0.3	0.3	0.3						
22:25:00	0:06		43	318	COMES BACK	−0.2	4.9				−0.2	−0.2	−0.2	−0.2	−0.2	−0.2						
25:55:00	0:30	15	44	321	FINDS THAT AN AWFUL TROUBLE HAS OCCURRED	−0.2	4.7				−0.2	−0.2	−0.2	−0.2	−0.2	−0.2						
27:11:00	1:16	16	45	323	FINDS HER IN THE MORNING PAPER	−0.2	4.5	1			−0.2	−0.2	−0.2	−0.2	−0.2	−0.2						
27:54:00	0:43		46	338	A DIFFERENT WOMAN COMES TO SEE	0.1	4.6	1			0.1	0.1	0.1	0.1	0.1	0.1						
28:19:00	0:25		47	345	INVESTIGATION INTO THE REPAIR FACTORY	0.2	4.8	1			0.2	0.2	0.2	0.2	0.2	0.2						
			48	349	RECOGNIZES THE VOICE ALONE	−0.2	4.6	1			−0.2	−0.2	−0.2	−0.2	−0.2	−0.2						
29:56:00			49	363	SHE SAYS SHE IS A STANLEY'S FAN	−0.2	4.4	1			−0.2	−0.2	−0.2	−0.2	−0.2	−0.2						
31:58:00	2:02:00	17	50	367	DORIAN IS ATTACKED BY THE BOSS	0.3	4.7				0.3	0.3	0.3	0.3	0.3	0.3						

FIG.4

C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	
2	13							1			1
	13-3				1			1		1	4
20	147	1									3
	148	1					1				4
	148-2	1						1			4
	149	1					1	1			5
	150	1						1		1	6
	151	1					1				4
	152	1			1						5
	153	1	1		1		1				8
25	185					1		1			2
	186	1	1				1	1			7
	187	1	1			1	1				7
	187-6	1	1				1				6
	187-8	1	1		1		1	1		1	10
	188	1			1						5
26	189	1						1		1	5
	190					1		1			2
	191	1					1				4
	192	1			1						5
	193	1			1		1	1		1	8
	194	1			1			1		1	7
	194-23				1	1		1			4
	195	1		1	1		1	1		1	10
	198				1	1		1		1	5
	198	1			1		1	1		1	8
29	202	1	1				1				6
	202-25	1	1				1	1			7
	202-9	1	1		1			1			8
	202-4	1			1						5
34	233	1		1			1	1	1	1	9
	233-74	1	1					1		1	7
	234	1						1		1	5
52	395	1	1								5
	396										0
	397	1					1				4
	398										0
	399	1					1				4
	400	1	1		1		1	1			9
	401				1	1		1		1	5
	403				1			1		1	4
	407				1	1		1		1	5
	408	1	1		1			1	1	1	10
	409	1			1		1	1			7
62	527	1			1	1					6
	528	1			1						
	532				1	1	1				
					1						

C1:SCENE C2:SHOT C3:LEADING AND SUPPPORTING ACTORS/ACTRESSES
C4:PRESENCE/ABSENCE OF SPEECH C5:EXCLAMATION AND EXPLOSION
C6:BGM EXCITEMENT C7:OTHER ACTORS/ACTRESSES
C8:BEST SHOT OR HIGHER C9: SOUND EFFECT
C10:INTENSE SCREEN CHANGE C11:SFX AND FLASH

FIG.5

09869254.060501

C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	
8	75	1				1					5
	76		1								2
62	527				1	1					3
	528	1			1	1					5
	532				1	1	1			1	4
	532-5	1			1	1			1		7
	532-9	1			1				1		7
	533				1	1		1		1	5
	536	1			1	1			1		7
	537	1			1				1		6
	538				1	1	1				4
	539	1			1			1		1	7
	539-13				1			1		1	4
	539-15				1	1		1		1	5
	540				1			1		1	4
	541				1	1	1	1			5
	545				1			1		1	4
	547	1			1						8
	553		1		1	1					5
	554				1	1	1				4
	555	1			1		1				5
	556				1	1	1				4
	557				1			1		1	4
	558				1		1				6
65	564		1	1		1					5
	564-8					1					1
	565		1			1					3
	566		1								5
	567		1			1					3
	568		1			1		1		1	5
	569		1			1					3
	572		1								3
	573		1								3
	574										

C1:SCENE C2:SHOT C3:TINA C4:PRESENCE/ABSENCE OF SPEECH
C5:EXCRAMATION AND EXPLOSION C6:BGM EXCITEMENT
C7:OTHER ACTORS/ACTRESSSES C8:BEST SHOT OR HIGHER
C9:SOUND EFFECT C10:INTENSE SCREEN CHANGE C11:SFX AND FLASH

FIG.6

09869254.060201

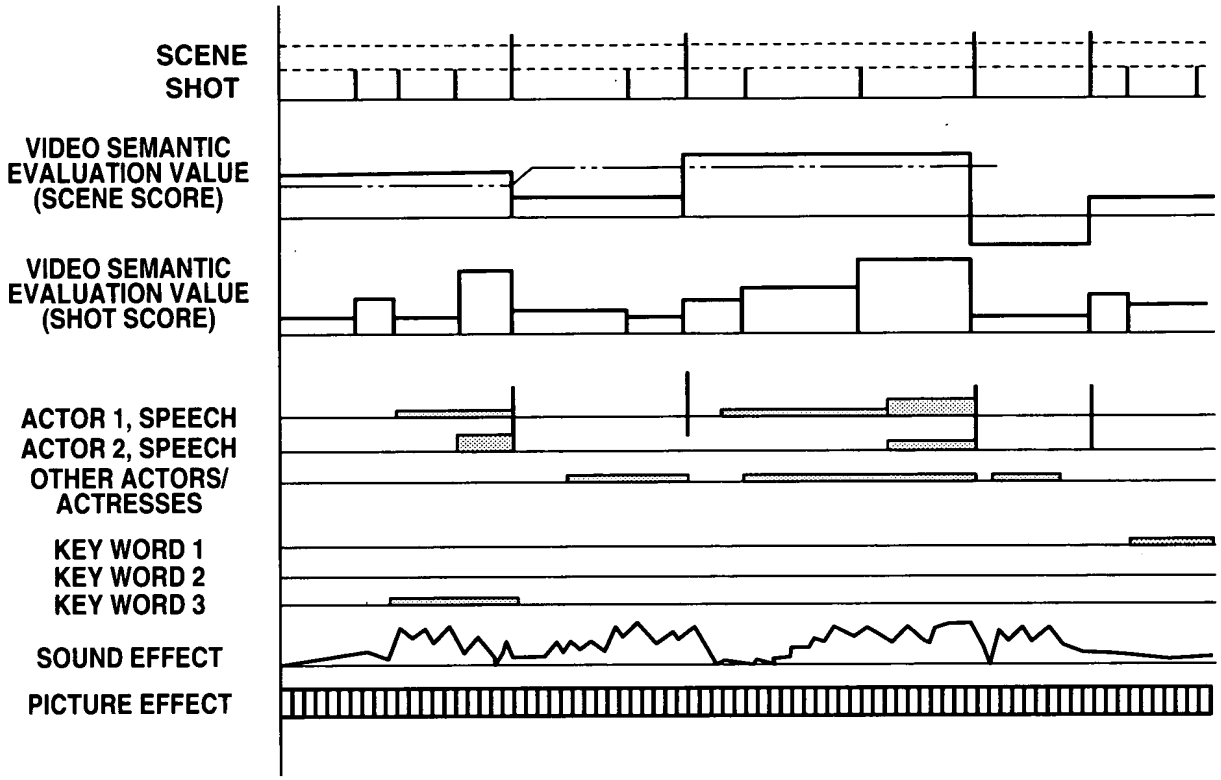
SCENE
SHOT
VIDEO SEMANTIC EVALUATION VALUE (SCENE SCORE)
VIDEO SEMANTIC EVALUATION VALUE (SHOT SCORE)
ACTOR 1, SPEECH
ACTOR 2, SPEECH
OTHER ACTORS/ ACTRESSES
KEY WORD 1
KEY WORD 2
KEY WORD 3
SOUND EFFECT
PICTURE EFFECT

FIG.7

SCENE (TIME CODE)
VIDEO SEMANTIC EVALUATION VALUE
SHOT (TIME CODE)
VIDEO CHARACTERISTIC EVALUATION VALUE
ACTOR 1
ACTOR 2
KEY WORD 1

FIG.8

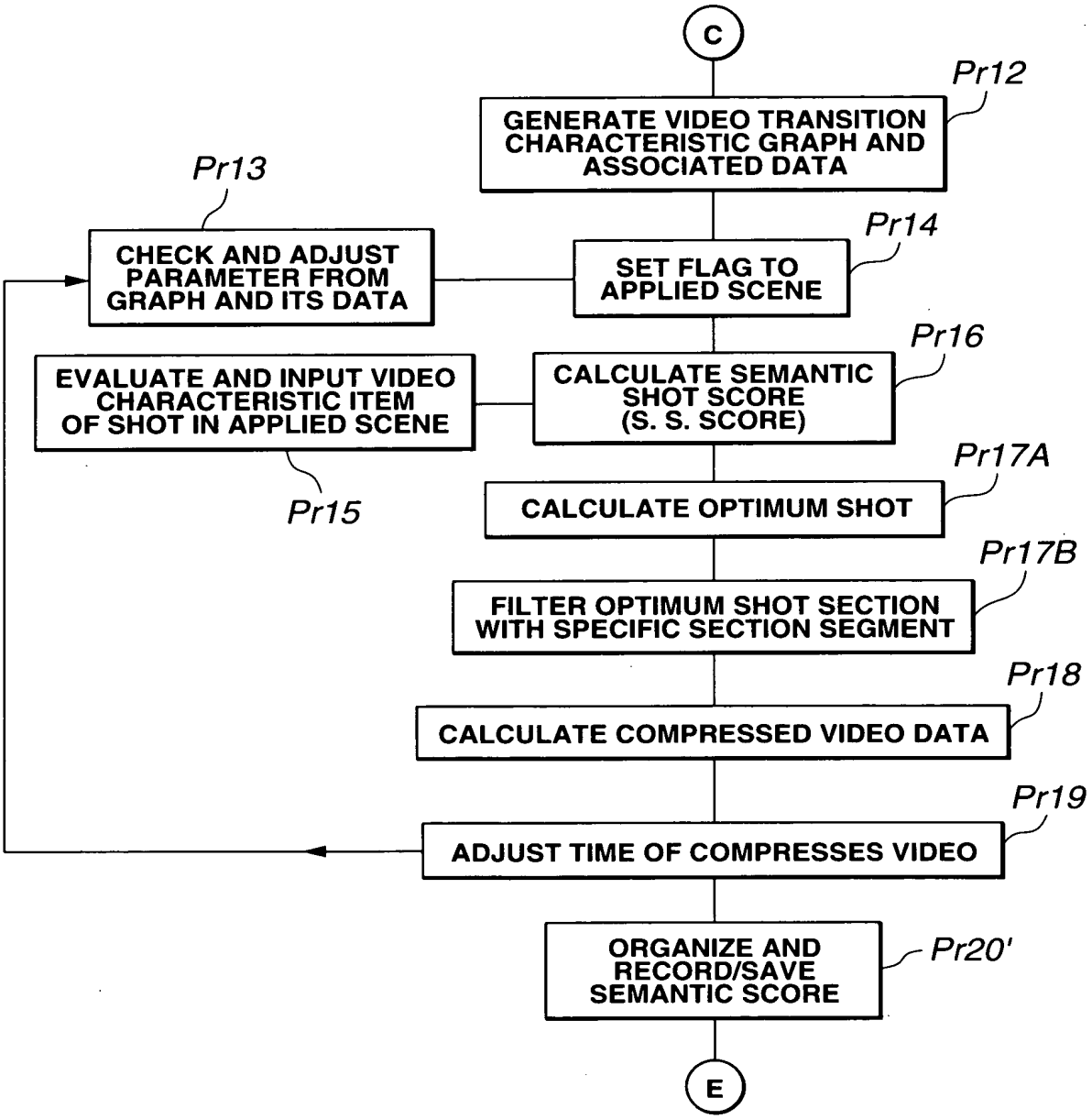
C
Pr12
GENERATE VIDEO TRANSITION CHARACTERISTIC GRAPH AND ASSOCIATED DATA
Pr13
CHECK AND ADJUST PARAMETER FROM GRAPH AND ITS DATA
Pr14
SET FLAG TO APPLIED SCENE
Pr16
CALCULATE SEMANTIC SHOT SCORE (S. S. SCORE)
EVALUATE AND INPUT VIDEO CHARACTERISTIC ITEM OF SHOT IN APPLIED SCENE
Pr15
Pr17A
CALCULATE OPTIMUM SHOT
Pr17B
FILTER OPTIMUM SHOT SECTION WITH SPECIFIC SECTION SEGMENT
Pr18
CALCULATE COMPRESSED VIDEO DATA
Pr19
ADJUST TIME OF COMPRESSES VIDEO
ORGANIZE AND RECORD/SAVE SEMANTIC SCORE
Pr20'
E

FIG.9

09869254.060501

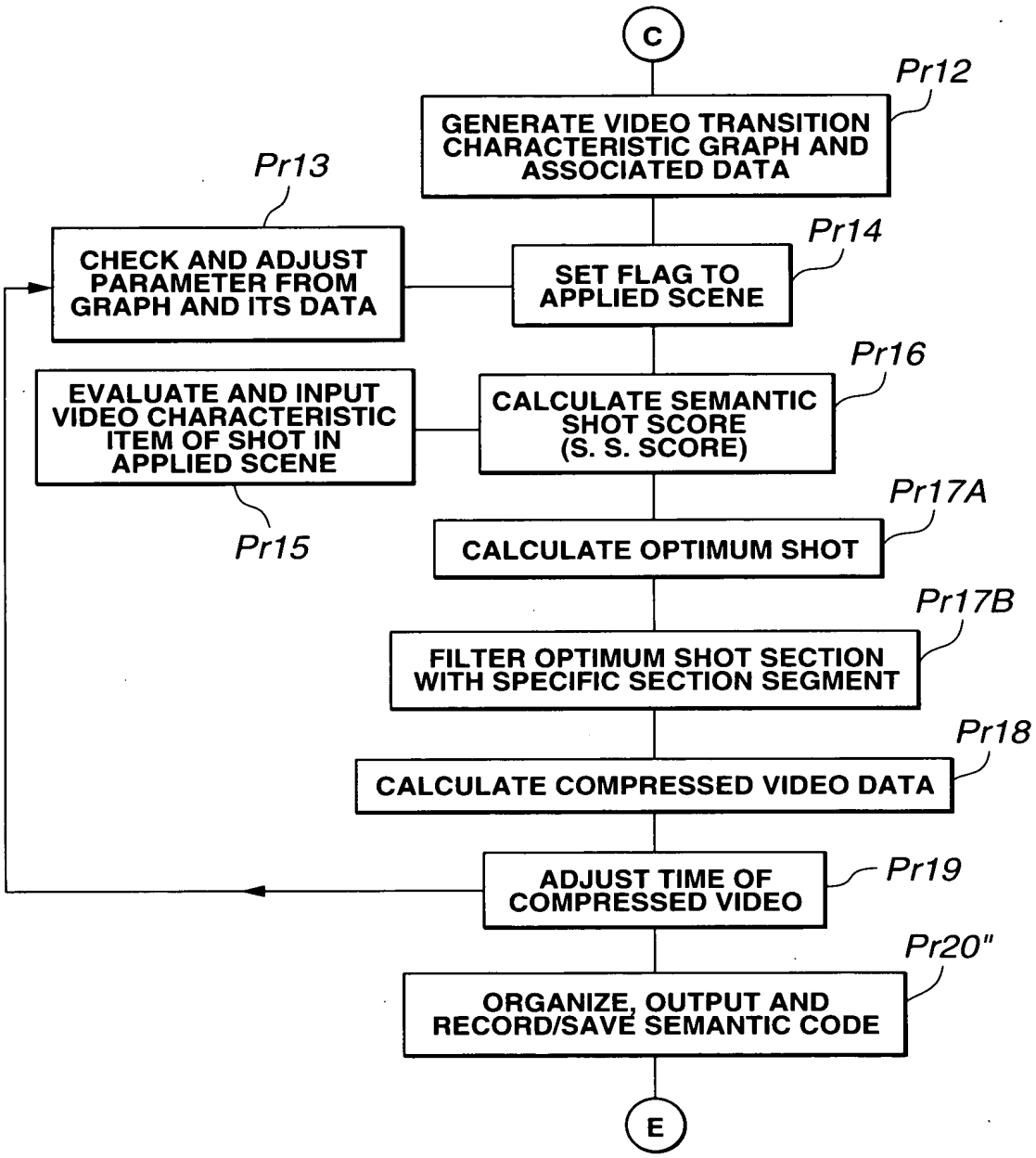

FIG.10

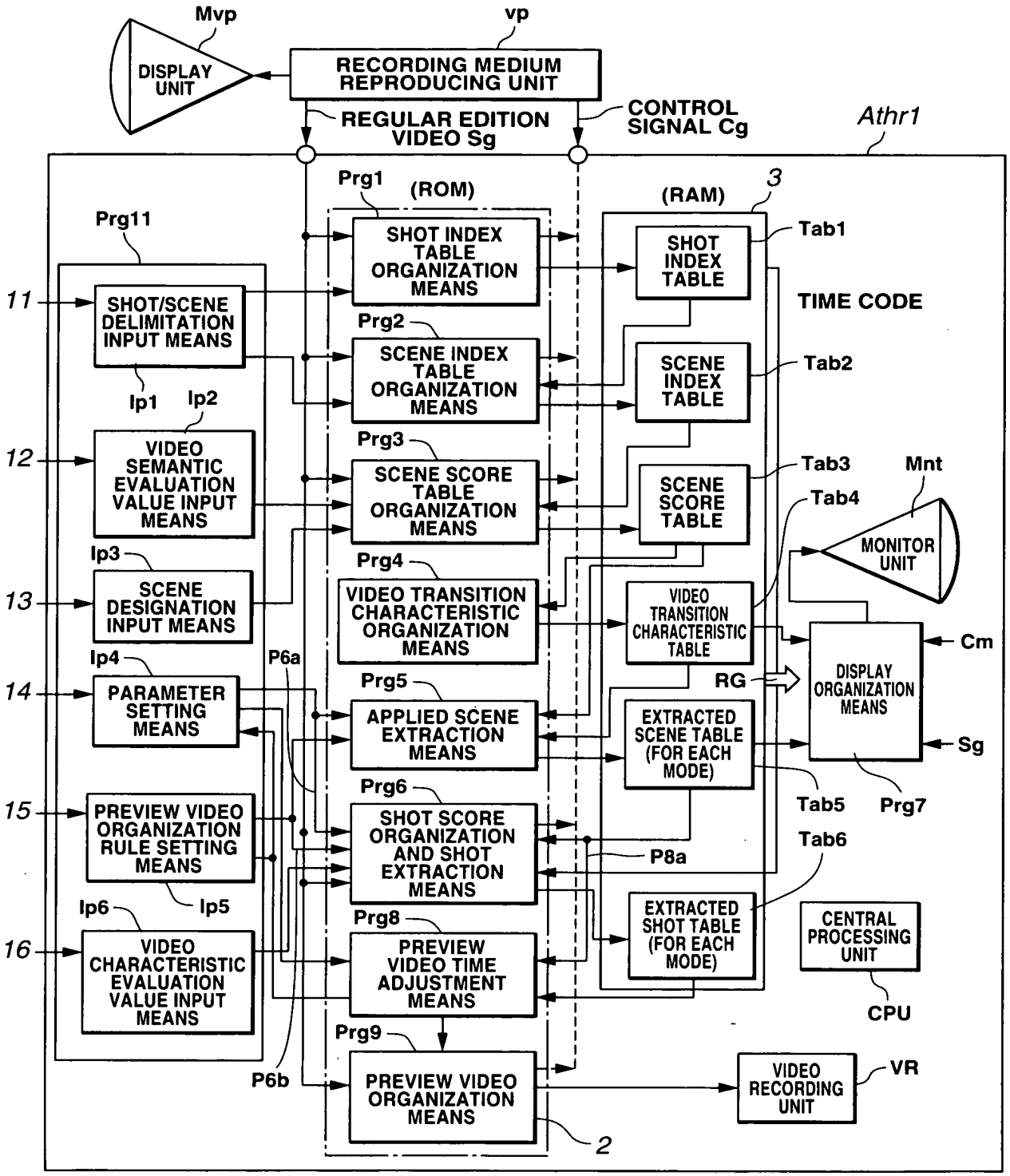
Mvp
DISPLAY UNIT
vp
RECORDING MEDIUM REPRODUCING UNIT
REGULAR EDITION VIDEO Sg
CONTROL SIGNAL Cg
Athr1
Prg1
(ROM)
(RAM)
3
Prg11
SHOT INDEX TABLE ORGANIZATION MEANS
SHOT INDEX TABLE
Tab1
TIME CODE
11
SHOT/SCENE DELIMITATION INPUT MEANS
Prg2
SCENE INDEX TABLE ORGANIZATION MEANS
SCENE INDEX TABLE
Tab2
Ip1
Ip2
12
VIDEO SEMANTIC EVALUATION VALUE INPUT MEANS
Prg3
SCENE SCORE TABLE ORGANIZATION MEANS
SCENE SCORE TABLE
Tab3
Mnt
Tab4
MONITOR UNIT
Ip3
13
SCENE DESIGNATION INPUT MEANS
Prg4
VIDEO TRANSITION CHARACTERISTIC ORGANIZATION MEANS
VIDEO TRANSITION CHARACTERISTIC TABLE
Ip4
P6a
14
PARAMETER SETTING MEANS
Prg5
APPLIED SCENE EXTRACTION MEANS
RG
DISPLAY ORGANIZATION MEANS
Cm
Sg
EXTRACTED SCENE TABLE (FOR EACH MODE)
Tab5
Prg7
15
PREVIEW VIDEO ORGANIZATION RULE SETTING MEANS
Prg6
SHOT SCORE ORGANIZATION AND SHOT EXTRACTION MEANS
P8a
Tab6
Ip5
Ip6
16
VIDEO CHARACTERISTIC EVALUATION VALUE INPUT MEANS
Prg8
PREVIEW VIDEO TIME ADJUSTMENT MEANS
EXTRACTED SHOT TABLE (FOR EACH MODE)
CENTRAL PROCESSING UNIT
CPU
Prg9
P6b
PREVIEW VIDEO ORGANIZATION MEANS
VIDEO RECORDING UNIT
VR
2

FIG.11

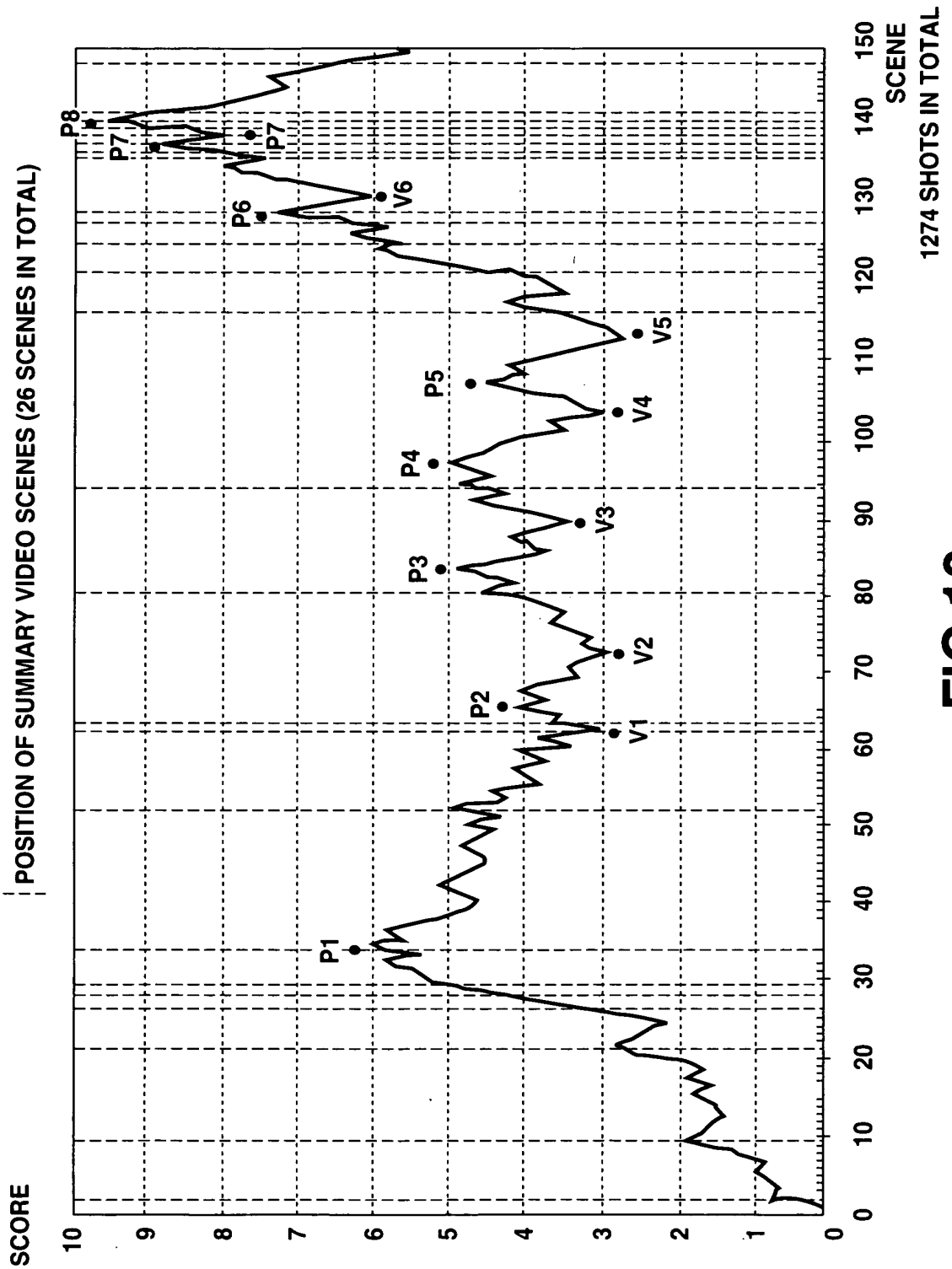

FIG.12

09869254.060501

09869254.052601

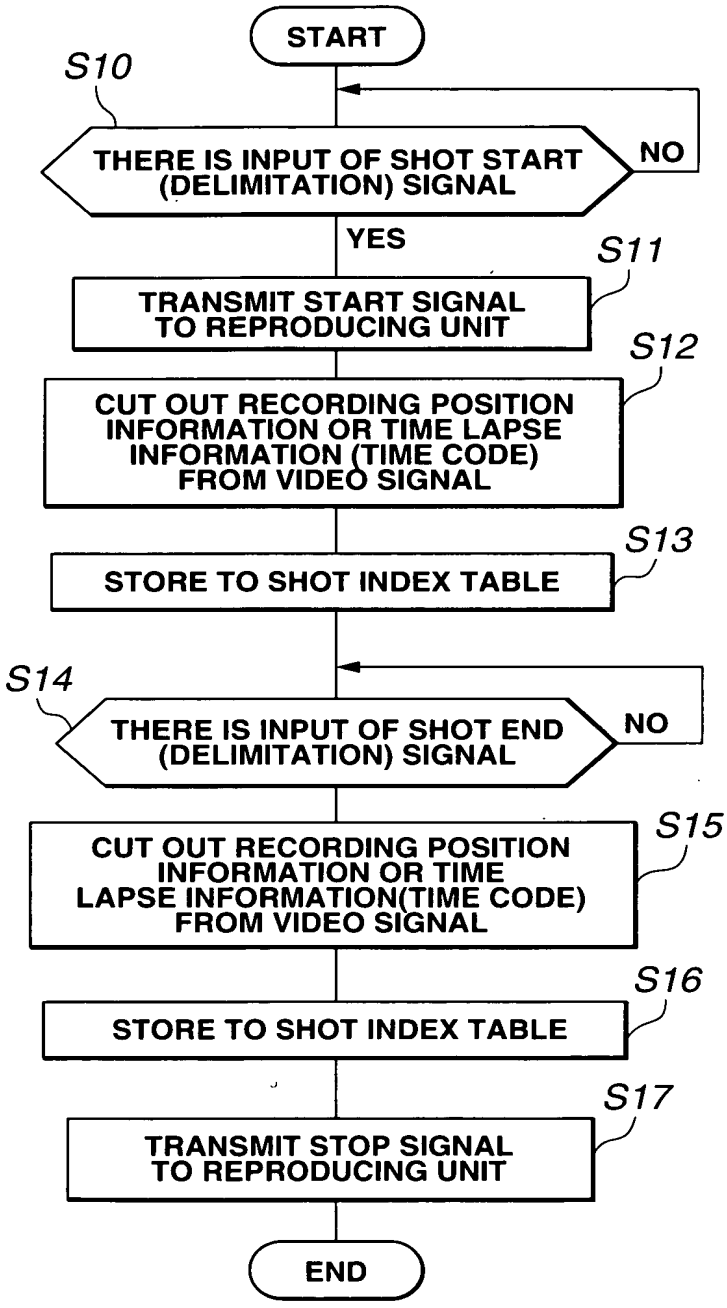

FIG.13

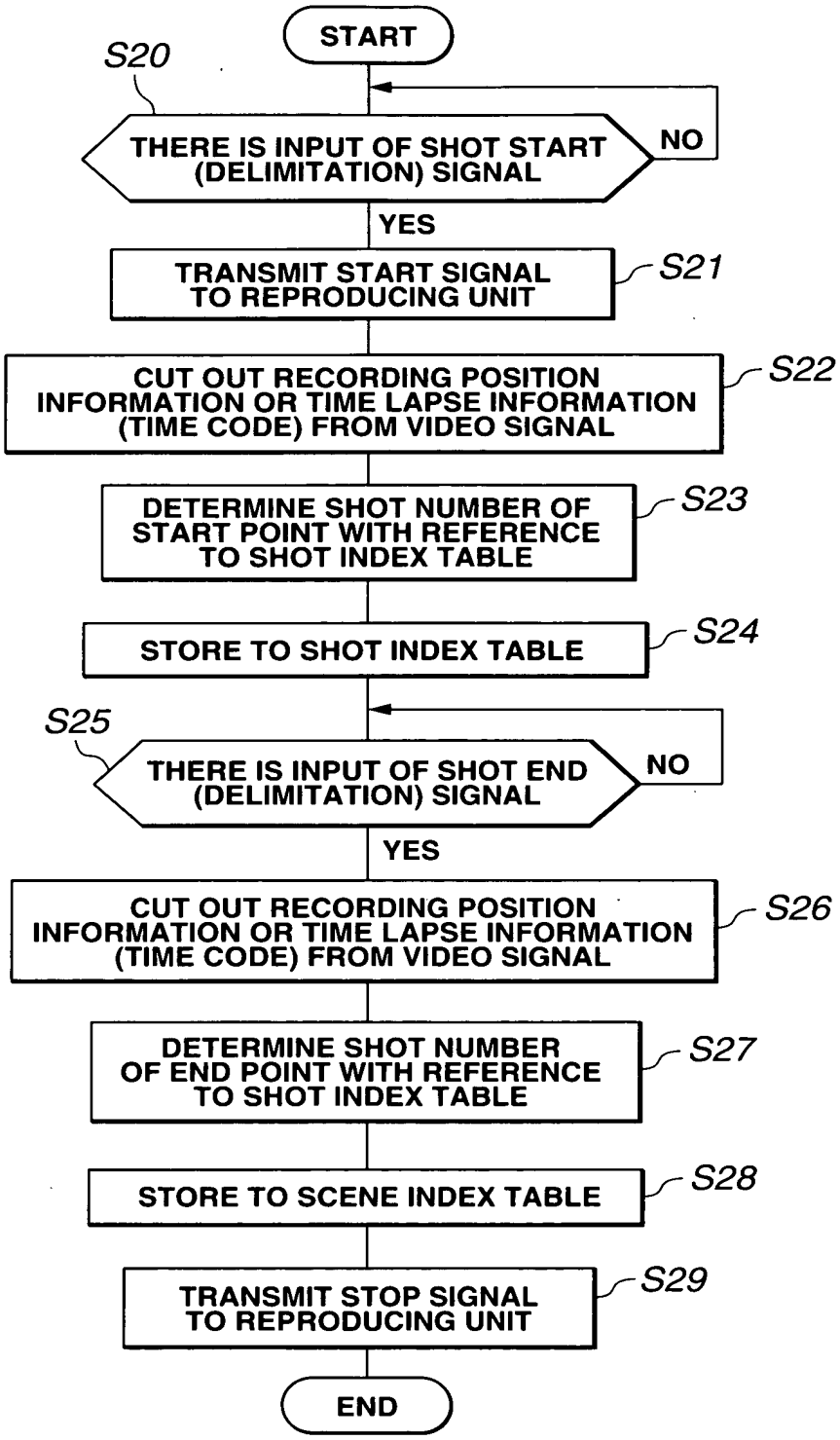

FIG.14

09869254.060201

09869254.062001

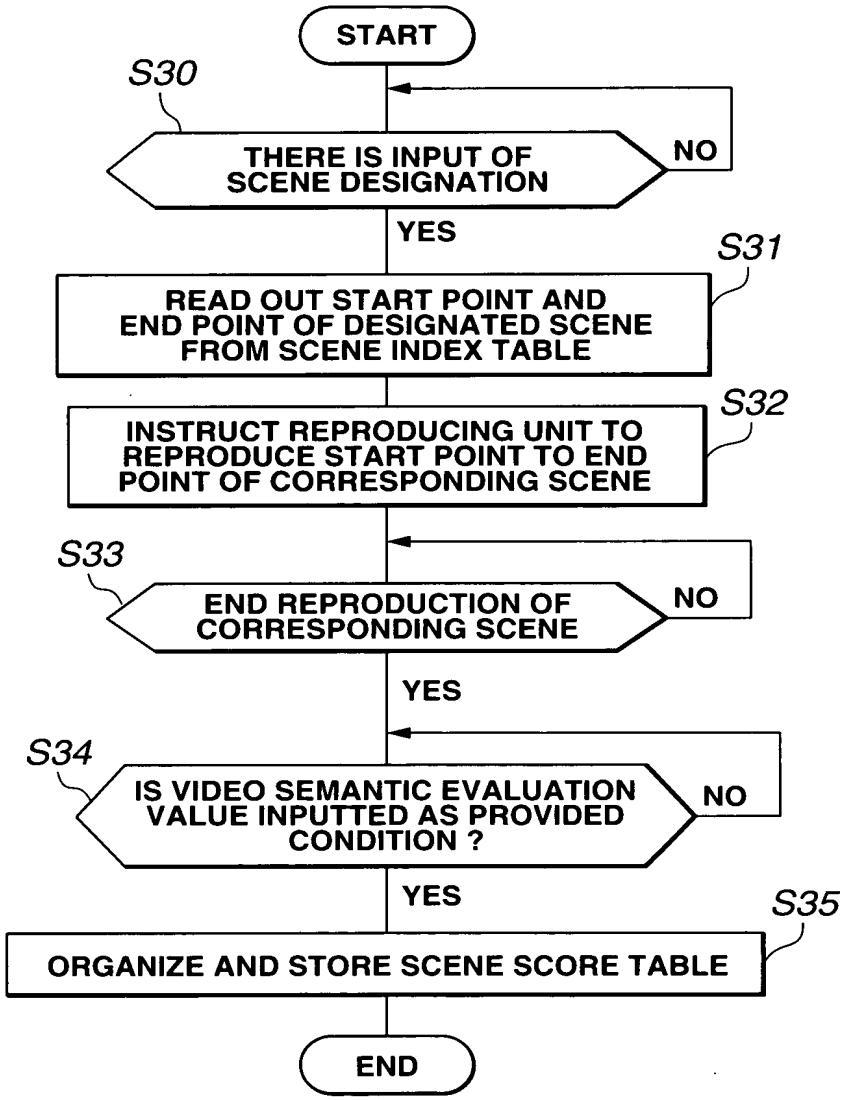

FIG.15

09869254.050501

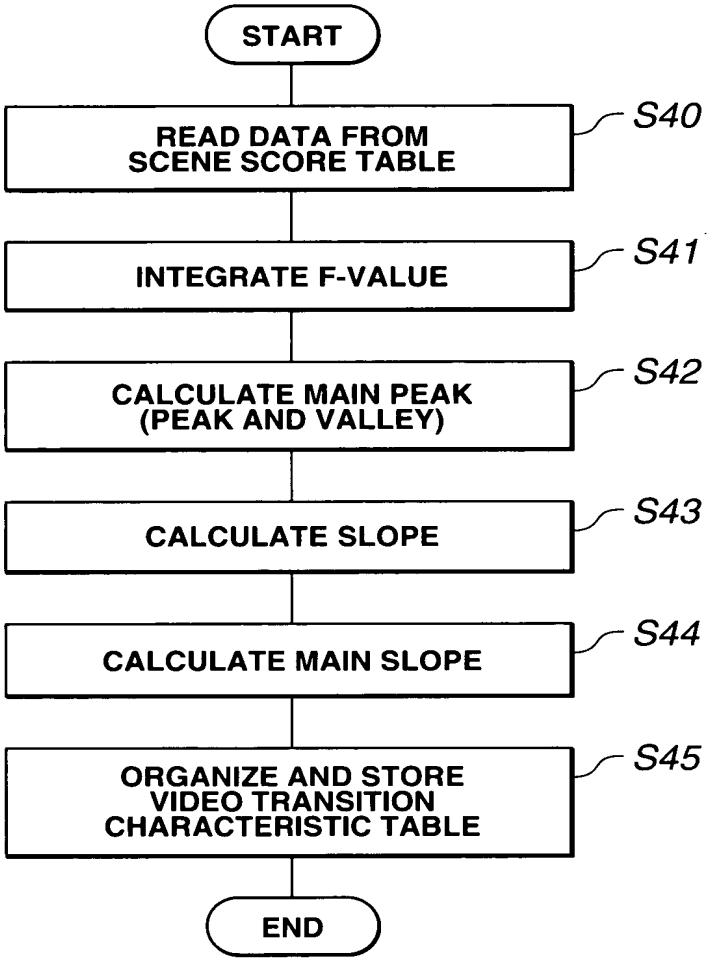

FIG.16

09869254.060501

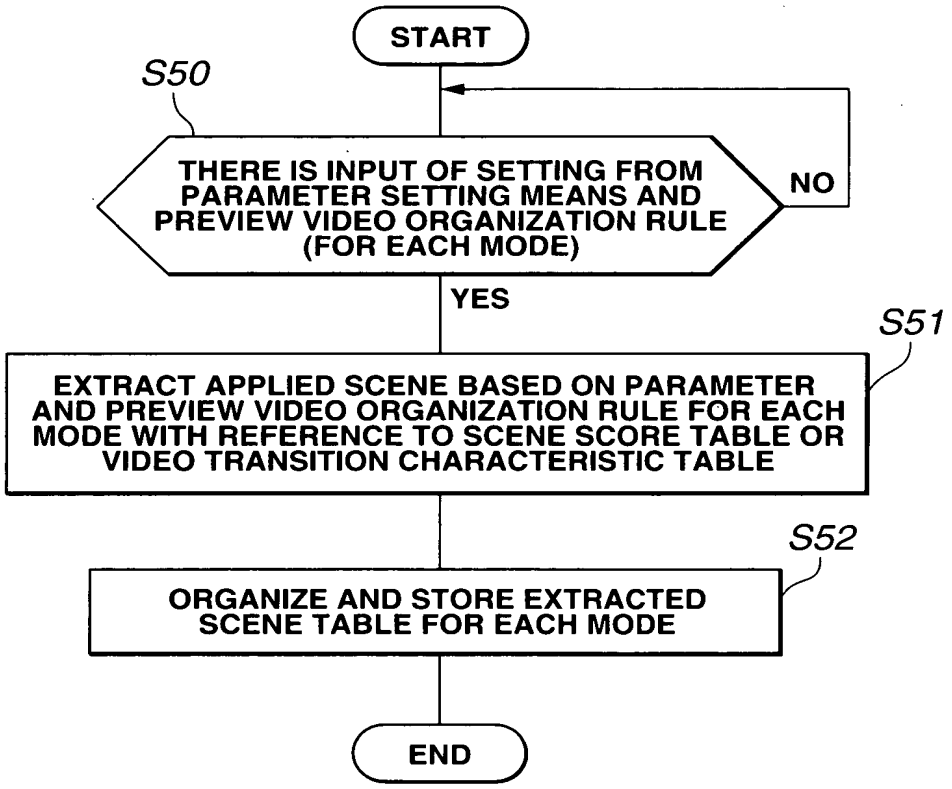

FIG.17

09869254.052601

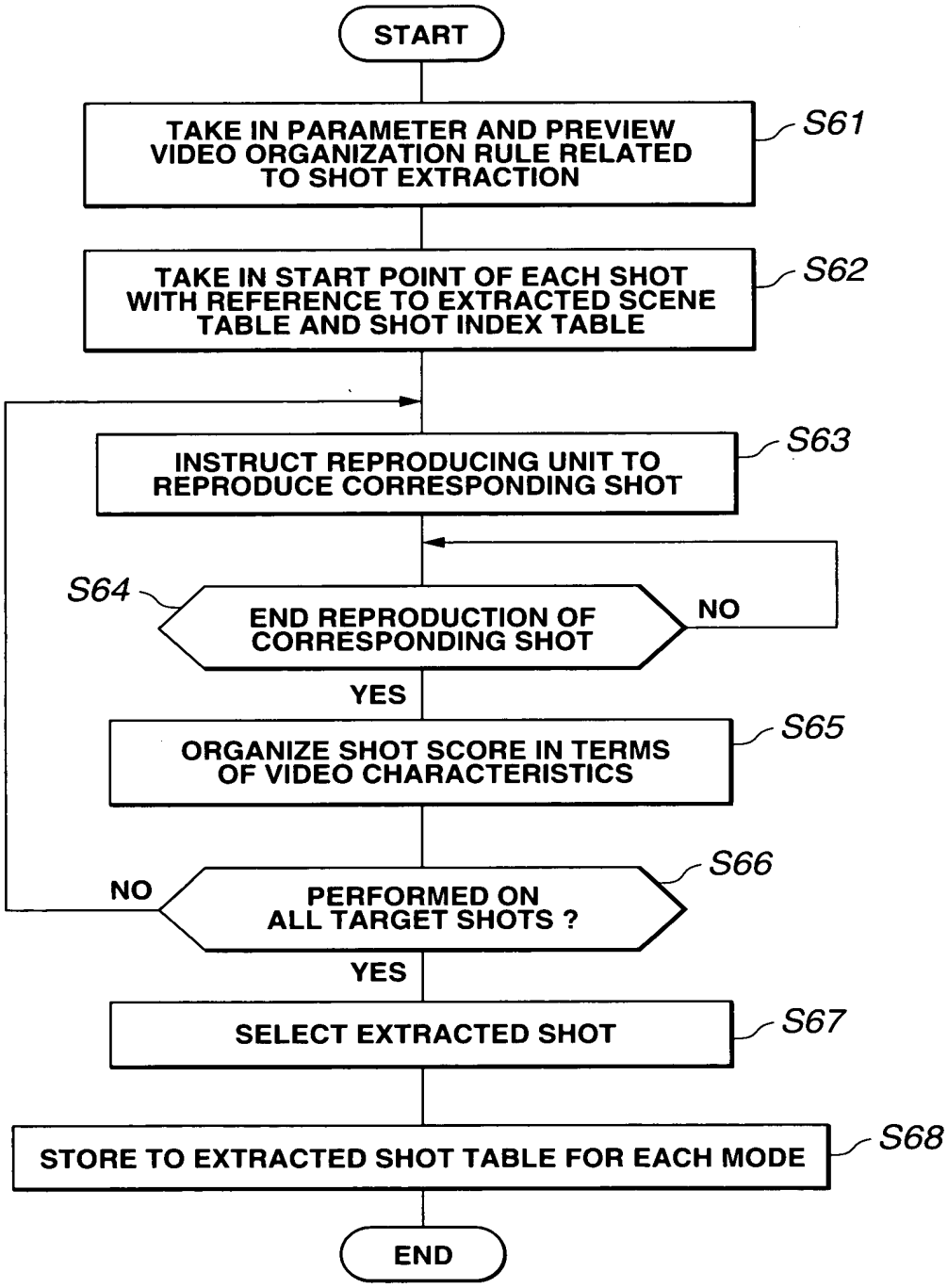

FIG.18

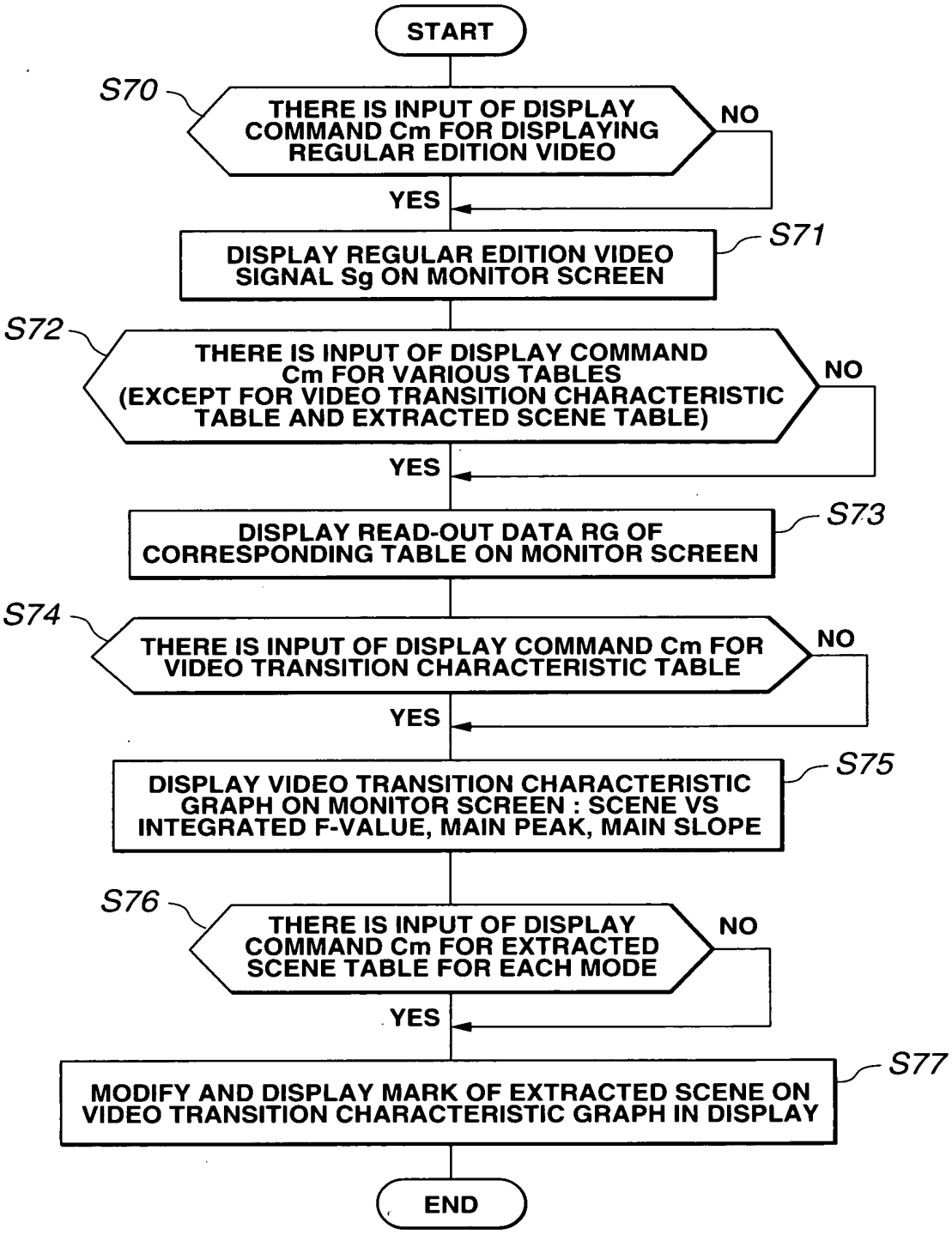

FIG.19

09869254.060501

09869254.062601

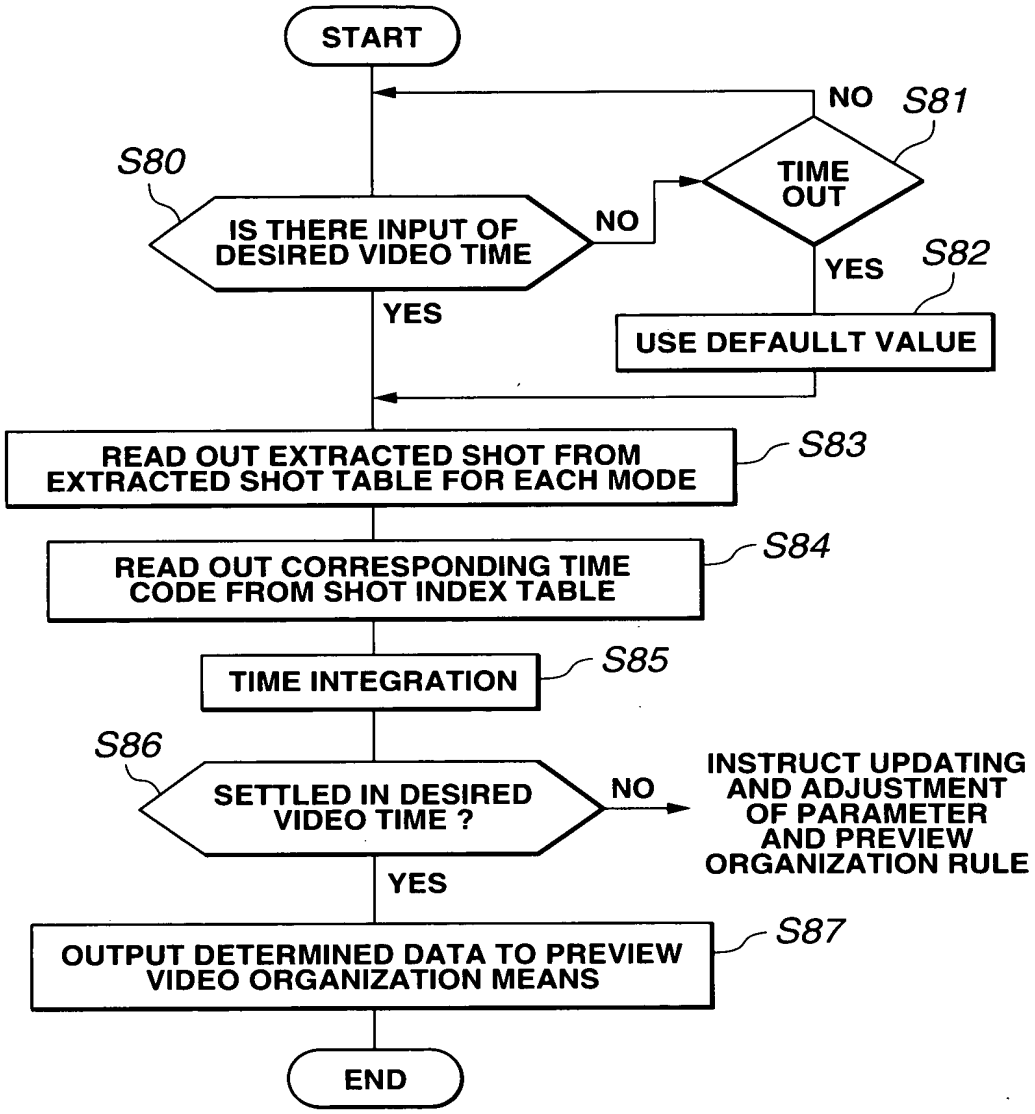

FIG.20

09869254.062601

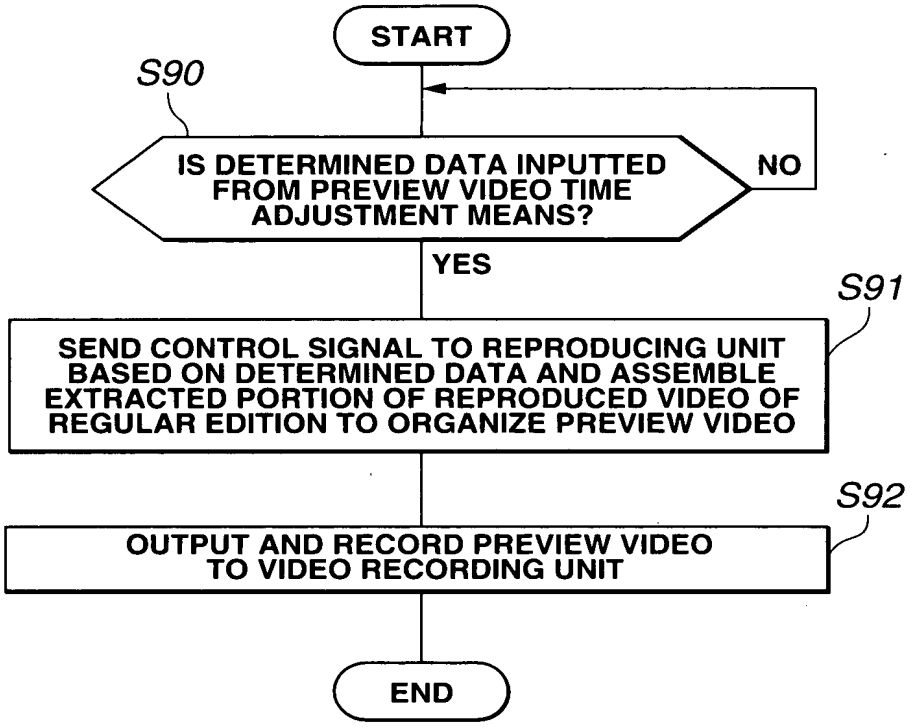

FIG.21

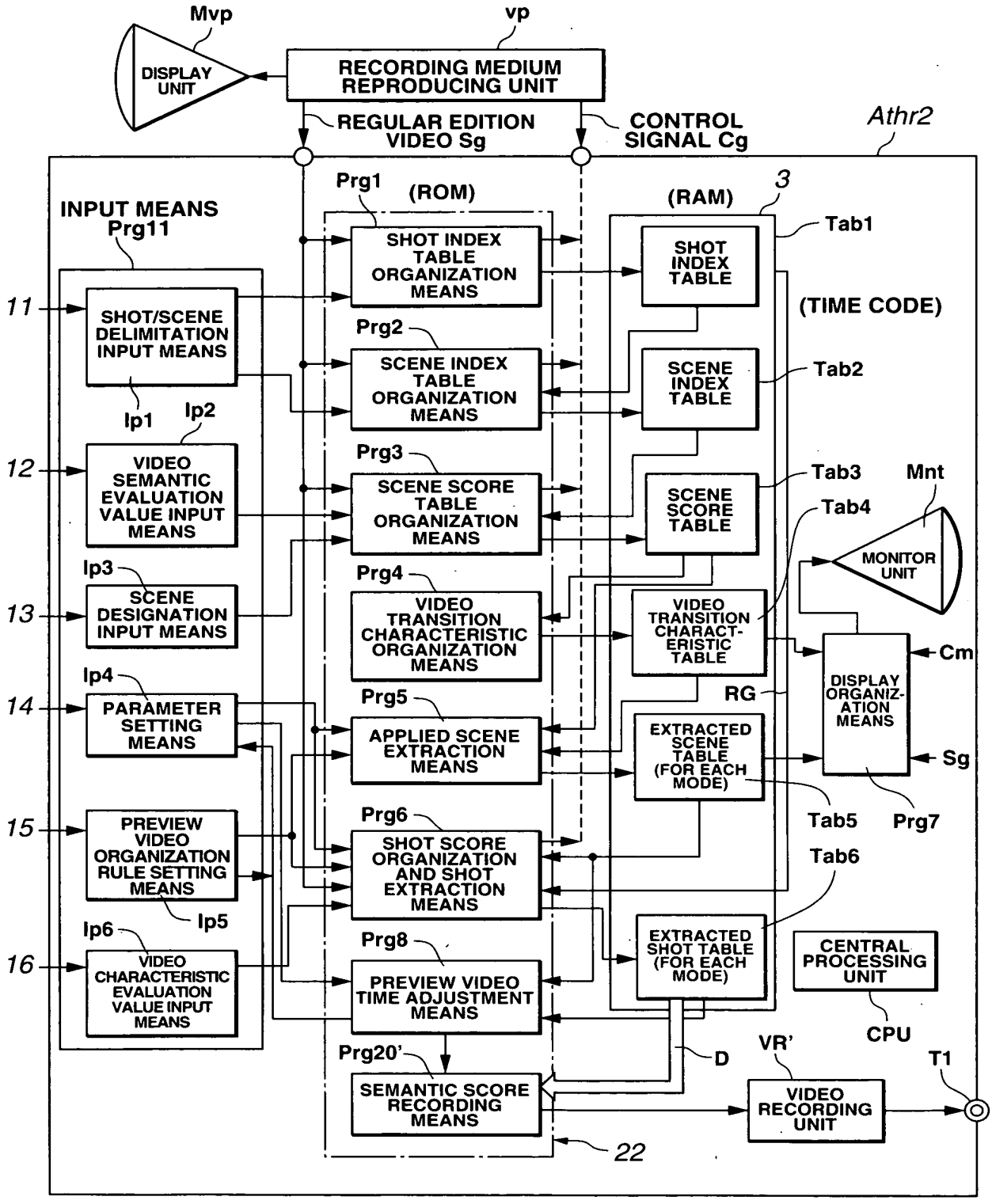
Mvp
vp
DISPLAY UNIT
RECORDING MEDIUM REPRODUCING UNIT
REGULAR EDITION VIDEO Sg
CONTROL SIGNAL Cg
Athr2
INPUT MEANS Prg11
Prg1
(ROM)
(RAM)
3
SHOT INDEX TABLE ORGANIZATION MEANS
SHOT INDEX TABLE
Tab1
(TIME CODE)
11
SHOT/SCENE DELIMITATION INPUT MEANS
Prg2
SCENE INDEX TABLE ORGANIZATION MEANS
SCENE INDEX TABLE
Tab2
Ip1
Ip2
12
VIDEO SEMANTIC EVALUATION VALUE INPUT MEANS
Prg3
SCENE SCORE TABLE ORGANIZATION MEANS
SCENE SCORE TABLE
Tab3
Mnt
Tab4
MONITOR UNIT
Ip3
13
SCENE DESIGNATION INPUT MEANS
Prg4
VIDEO TRANSITION CHARACTERISTIC ORGANIZATION MEANS
VIDEO TRANSITION CHARACT-ERISTIC TABLE
Cm
Ip4
14
PARAMETER SETTING MEANS
Prg5
APPLIED SCENE EXTRACTION MEANS
RG
DISPLAY ORGANIZ-ATION MEANS
EXTRACTED SCENE TABLE (FOR EACH MODE)
Sg
Tab5
Prg7
15
PREVIEW VIDEO ORGANIZATION RULE SETTING MEANS
Prg6
SHOT SCORE ORGANIZATION AND SHOT EXTRACTION MEANS
Tab6
Ip5
Ip6
16
VIDEO CHARACTERISTIC EVALUATION VALUE INPUT MEANS
Prg8
PREVIEW VIDEO TIME ADJUSTMENT MEANS
EXTRACTED SHOT TABLE (FOR EACH MODE)
CENTRAL PROCESSING UNIT
CPU
Prg20'
D
VR'
T1
SEMANTIC SCORE RECORDING MEANS
VIDEO RECORDING UNIT
22

FIG.22

09869254.062601

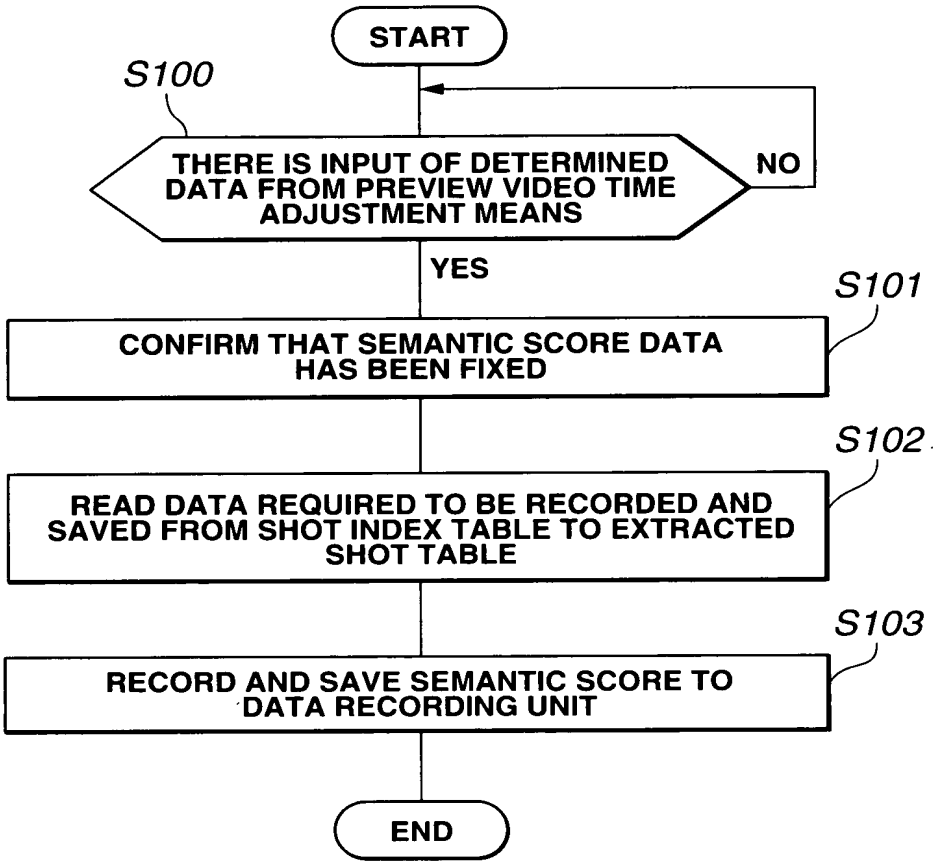

FIG.23

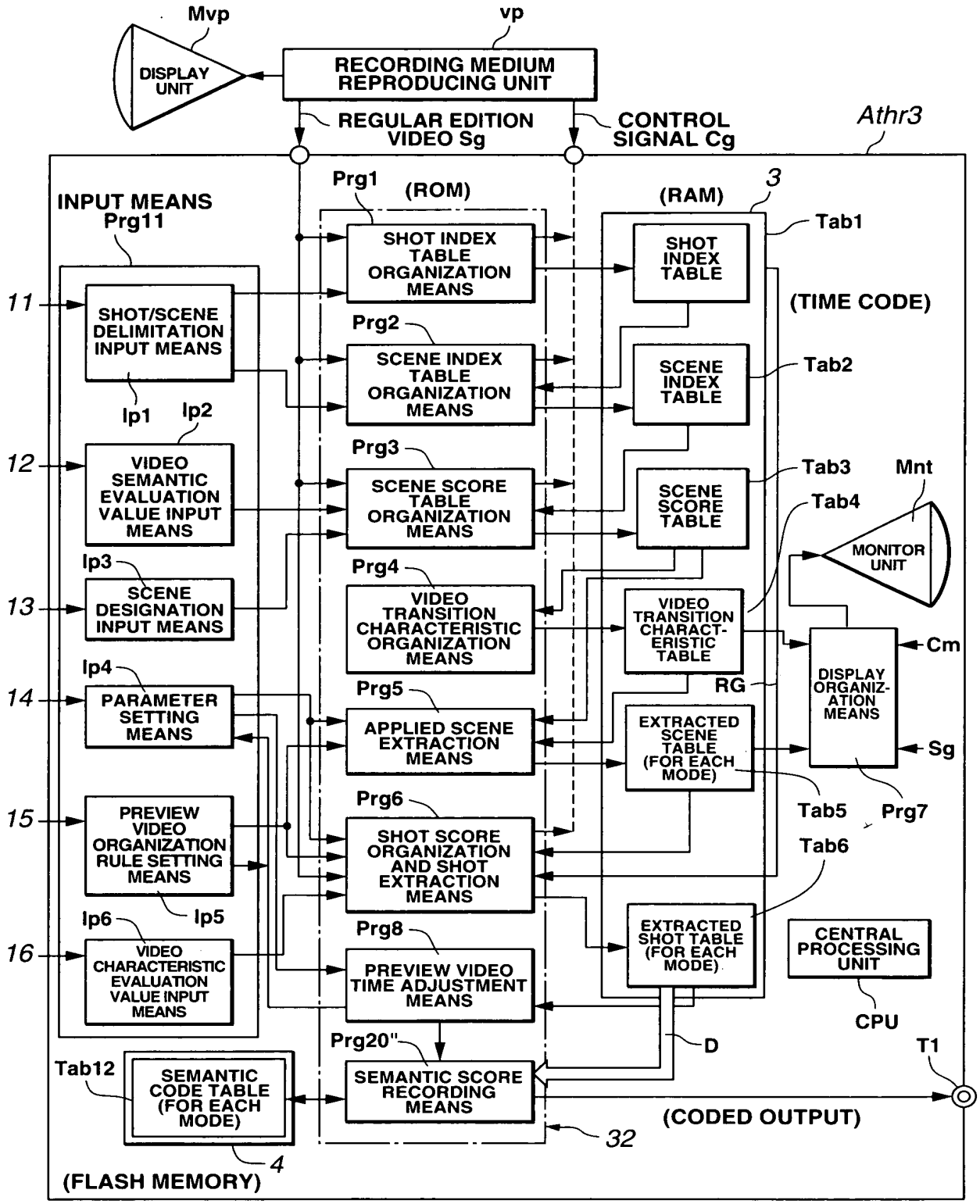
Mvp
vp
DISPLAY UNIT
RECORDING MEDIUM REPRODUCING UNIT
REGULAR EDITION VIDEO Sg
CONTROL SIGNAL Cg
Athr3
INPUT MEANS Prg11
Prg1
(ROM)
(RAM)
3
Tab1
SHOT INDEX TABLE ORGANIZATION MEANS
SHOT INDEX TABLE
(TIME CODE)
11
SHOT/SCENE DELIMITATION INPUT MEANS
Prg2
SCENE INDEX TABLE ORGANIZATION MEANS
SCENE INDEX TABLE
Tab2
Ip1
Ip2
12
VIDEO SEMANTIC EVALUATION VALUE INPUT MEANS
Prg3
SCENE SCORE TABLE ORGANIZATION MEANS
SCENE SCORE TABLE
Tab3
Mnt
Tab4
MONITOR UNIT
Ip3
13
SCENE DESIGNATION INPUT MEANS
Prg4
VIDEO TRANSITION CHARACTERISTIC ORGANIZATION MEANS
VIDEO TRANSITION CHARACT-ERISTIC TABLE
Cm
Ip4
14
PARAMETER SETTING MEANS
Prg5
APPLIED SCENE EXTRACTION MEANS
RG
DISPLAY ORGANIZ-ATION MEANS
EXTRACTED SCENE TABLE (FOR EACH MODE)
Sg
Tab5
Prg7
Prg6
15
PREVIEW VIDEO ORGANIZATION RULE SETTING MEANS
SHOT SCORE ORGANIZATION AND SHOT EXTRACTION MEANS
Tab6
Ip5
Ip6
Prg8
16
VIDEO CHARACTERISTIC EVALUATION VALUE INPUT MEANS
PREVIEW VIDEO TIME ADJUSTMENT MEANS
EXTRACTED SHOT TABLE (FOR EACH MODE)
CENTRAL PROCESSING UNIT
CPU
Prg20"
D
T1
Tab12
SEMANTIC CODE TABLE (FOR EACH MODE)
SEMANTIC SCORE RECORDING MEANS
(CODED OUTPUT)
32
4
(FLASH MEMORY)

FIG.24

JP020625+.060201

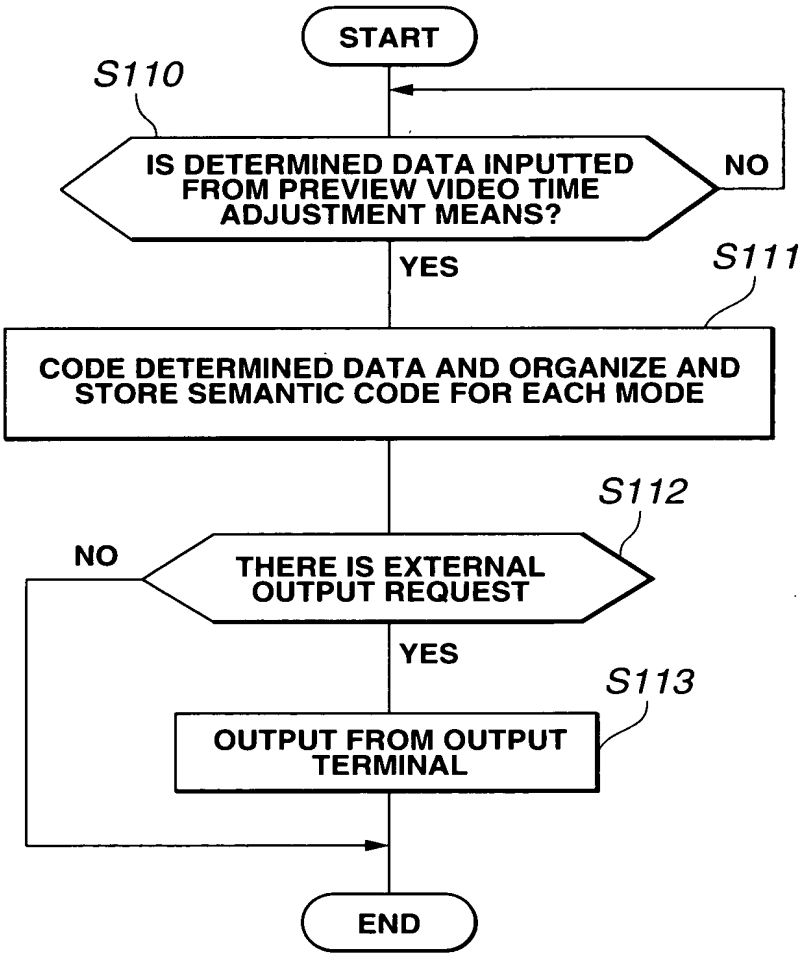

FIG.25